

Backyard Adventures  
by Jay Shaffstall

A world of adventure waits in your backyard!

Players create characters by Name, Description, and Suit. Suit describes their way of solving problems. When playing with fewer than four, give characters multiple suits, so each suit is chosen by one character.

<u>Suit</u>	<u>Interaction</u>
Hearts	Emotions
Diamonds	Abundance
Clubs	Force
Spades	Subtlety

Players now chat in character about their adventure while walking to the backyard.

No player may contradict another! You may, however, add to what they said in surprising ways.

Once the adventure background is done, the first challenge begins!. Walk to a feature in the yard. Draw a card. The suit determines the type of challenge and the value determines it's strength.

The player who draws narrates what they encounter. Rotate drawing for challenges.

Each player then draws one card. The player whose suit matches the challenge type contributes their card value toward overcoming the challenge. Other players must draw a card of their own suit to contribute its value.

The players describe how they overcame the challenge or failed to overcome the challenge, taking into account everyone's card draws. Act this out!

Play continues until the adventure is complete or it's supper time.